

SKRIPSI



**THE EFFECTIVENESS OF JEOPARDY GAME FOR VOCABULARY
MASTERY OF THE EIGHTH GRADE STUDENTS OF SMP N 1 UNDAAN
IN ACADEMIC YEAR 2018/2019**

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TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY**

2018



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**Presented to Muria Kudus University
in Partial Fulfillment of the Requirements for Completing Sarjana Program
in English Education**

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MOTTO AND DEDICATION

Motto: “I’m working on myself, for myself, by myself”

“To get a success, your courage must be greater than your fear”

“Do the best you can, because there is no effort that betrayed result”



This skripsi is dedicated to:

- ❖ Allah SWT
- ❖ The writer's beloved family who always give support and prayers
- ❖ The writer's beloved best friends (Tutik, Rika, Ayu)
- ❖ The writer's beloved students and partners
- ❖ Somebody who always supports me

ADVISORS' APPROVAL

This is to certify that the *Skripsi* of Shanti Yunita (NIM 201432037) has been approved by the *skripsi* advisors for further approval by the Examining Committee.

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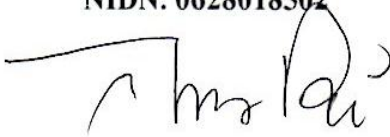
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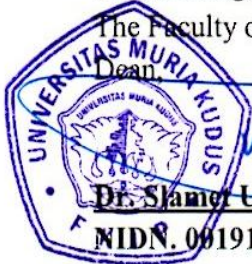
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6. All of students in the VIII-C for their cooperative as the subject of this research.
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The writer hopes this Skripsi will be useful and valuable for the readers and the other researchers.

Kudus, August 2nd 2018

The Writer,

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ABSTRACT

Yunita, Shanti. 2018. *The Effectiveness of Jeopardy Game for Vocabulary Mastery of the Eighth Grade Students of SMP N 1 Undaan in Academic Year 2018/2019*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor (1) Nuraeningsih, S.Pd, M.Pd. (2) Aisyah Ririn P.U, S.S, M.Pd.

Key words: vocabulary mastery, Jeopardy game

Vocabulary mastery is the knowledge of English vocabulary by understanding the meaning of the words based on the syllabus. By mastering the vocabulary as one of teaching language components, the students can practice the skills easily. However, in the fact, some students got difficulties in recalling the vocabulary. Therefore, it needs an appropriate game to teaching English vocabulary. One of the ways to improve the mastery of English vocabulary is by using Jeopardy game. Jeopardy game is game that is adopted from television quiz show and adopted into language game for educational tool. This game also combine the three domains, those are: Cognitive (knowledge), Affective (attitude or self), and Psychomotoric (skills) to make the students easy to understand the material.

The objective of this research is to find out whether there is a significant difference between the vocabulary mastery of the eighth grade students of SMP N 1 Undaan in academic year 2018/2019 before and after being taught by using Jeopardy game.

The design of this research is experimental research by using one group pretest-posttest design. The population of this reserach is the eighth grade students of SMP N I Undaan, which conducted in VIII-C and the total of students are 30. The sample of this research is by using cluster random sampling and the instrument of this research is multiple choice test.

The result of the reserach shows that the mean score of the vocabulary mastery before being taught by using Jeopardy game is 61.6 and the standard deviation is 21.6. It is categorized “**poor**”. Therefore, the mean score of the vocabulary mastery after being taught by using Jeopardy game is 81.5 and the standard deviation is 14.8. It is categorized “**good**”. It means there is a significant difference between the vocabulary mastery before and after being taught by using Jeopardy game.

After knowing the result of this research, Jeopardy game is the effective game to teach vocabulary. Thus, the writer hopes this research can be used by the English teacher as one of a game to enrich the students’ vocabulary mastery.

ABSTRAK

Yunita, Shanti. 2018. *Keefektifan Permainan Jeopardy dalam Penguasaan Kosakata pada Siswa Kelas Delapan di SMP N 1 Undaan Tahun Ajaran 2018/2019*. Skripsi. Program studi Bahasa Inggris, Fakultas Keguruan dan Ilmu Pendidikan Universitas Muria Kudus. Pembimbing (1) Nuraeningsih, S.Pd, M.Pd. (2) Aisyah Ririn P.U, S.S, M.Pd.

Kata kunci: penguasaan kosakata, Permainan Jeopardy

Penguasaan kosakata adalah suatu pengetahuan kosakata bahasa Inggris dengan mengetahui arti dari kosakata yang sudah ditentukan di dalam silabus. Dengan menguasai kosakata sebagai salah satu komponen pembelajaran bahasa, siswa akan mudah untuk mempraktikkan ketrampilan berbahasa tersebut. Tetapi faktanya, beberapa siswa masih kesulitan untuk mengingat kosakata tersebut. Oleh karena itu, dibutuhkan sebuah permainan yang sesuai untuk mengajar kosakata bahasa Inggris. Salah satunya dengan menggunakan permainan Jeopardy. Permainan Jeopardy adalah permainan yang diadopsi dari acara kuis di televisi dan diadopsi dari permainan untuk alat pendidikan. Permainan ini juga mengombinasikan tiga kekuasaan, kekuasaan itu adalah: Kognitif (pengetahuan), Afektif (sikap), dan Psikomotorik (ketrampilan) untuk membuat siswa mudah dalam memahami materi.

Tujuan dari penelitian ini adalah untuk mengetahui apakah ada atau tidak perbedaan yang signifikan antara penguasaan kosakata pada siswa kelas 8 di SMP N 1 Undaan tahun akademik 2018/2019 sebelum dan sesudah diajar dengan menggunakan permainan Jeopardy.

Rancangan dalam penelitian ini adalah jenis penelitian eksperimen dengan memberikan pre-test dan post-test pada satu kelompok. Populasi dalam penelitian ini adalah siswa kelas delapan di SMP N 1 Undaan, yang dilakukan di kelas VIII-C dan jumlah siswa adalah 30 anak. Sampel yang digunakan pada penelitian ini adalah teknik sampel acak dan instrumen dalam penelitian ini adalah tes pilihan ganda.

Hasil penelitian menunjukkan bahwa nilai rata-rata dari penguasaan kosakata sebelum diajar menggunakan permainan Jeopardy adalah 61.6 dan standar defiasinya adalah 21.6. Itu dikatakan “**kurang baik**”. Selanjutnya, nilai rata-rata dari penguasaan kosakata setelah diajar menggunakan permainan Jeopardy adalah 81.5 dan standar defiasinya adalah 14.8. Itu dikatakan “**baik**”. Hal ini berarti ada perbedaan yang signifikan antara penguasaan kosakata sebelum dan sesudah diajar menggunakan permainan Jeopardy.

Setelah mengetahui hasil dari penelitian ini, permainan Jeopardy merupakan permainan yang efektif untuk mengajar kosakata. Jadi, penulis berharap penelitian ini dapat digunakan oleh guru Bahasa Inggris sebagai salah satu permainan untuk memperkaya kosakata pada siswa.

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